

CLAIMS

1. A process for rendering graphics in a computer environment, comprising
5 the steps of:
 - binning frame geometries into screen tiles;
 - determining the visible fragments of said geometries for each of said
screen tiles by traversing said geometries multiple times;
 - rasterizing parameter values for said visible fragments;
 - 10 shading said visible fragments; and
 - resolving colors for each pixel.
2. The process of Claim 1, wherein said binning step includes screen space
15 tiling.
3. The process of Claim 1, wherein said binning step uses single+ buffering
for page memory management.
4. The process of Claim 1, wherein said determining step generates depth
20 information.
5. The process of Claim 1, wherein said determining step scan converts
primitives.
- 25 6. The process of Claim 1, wherein said determining step outputs visible
fragments and visible geometries.
7. The process of Claim 6, wherein said determining step stores visibility
information on a first pass and outputs visibility information on a last pass.